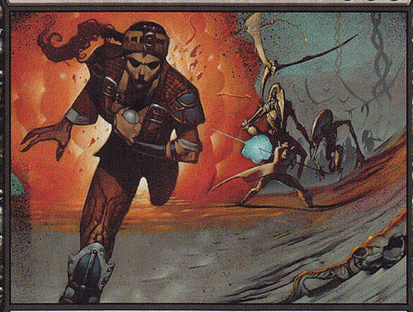
Ill-Gotten Gains



Sorcery

Exile Ill-Gotten Gains. Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand.

Urza thought it a crusade. Xantcha knew it was a robbery.

Greg Staples

™ & © 2014 Wizards of the Coast 114/210

Ill-Gotten Gains

Sorcery

Exile Ill-Gotten Gains. Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand.

Urza thought it a crusade. Xantcha knew it was a robbery.

Greg Staples

™ & © 2014 Wizards of the Coast 114/210

Ill-Gotten Gains

Sorcery

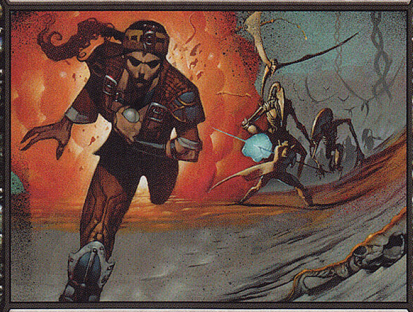
Exile Ill-Gotten Gains. Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand.

Urza thought it a crusade. Xantcha knew it was a robbery.

Greg Staples

™ & © 2014 Wizards of the Coast 114/210

Ill-Gotten Gains



Sorcery

Exile Ill-Gotten Gains. Each player discards his or her hand, then returns up to three cards from his or her graveyard to his or her hand.

Urza thought it a crusade. Xantcha knew it was a robbery.

Greg Staples

™ & © 2014 Wizards of the Coast 114/210